NES-RZ-USA

The Ren & Stimpy Show™

Buckaroos!

NICKELODEON

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BUCKEROOS!

Oh, hi kids! I'm so excited about my new invention – the Gametron 5000 Moneymaker. It pays you money for playing video games – the more you play, the more you make.

The first game is... let's see... *Space Madness*. Oh my, Space Commander Hoëk has come down with Space Madness, and his spaceship is going to smash into the Earth! Luckily brave Space Cadet Stimpy (that's me!) is there to save the whole planet!

The next game is *Out West*, where Three-Fingered Hoëk and his faithful sidesaddle, Stimpy the Kid (that's me again!) make their way through a dangerous frontier town to find Mr. Horse and... uh... borrow him.

And that's not it – heavens, no! The final game is *Robin Hoëk of Logwood Forest*, where Robin seeks to rob from the rich, give to the poor, and rescue the bea-*u*-ti-ful Maid Moron from high atop yon castle...

***Oh Reeennnn...* are you ready to make oodles of money?**

Money? Don't just stand there, man! Let's get playing!

It's time for

with your host, Dr. Stupid.

Doctor, here's a letter from Joey:

Dear Dr. Stupid,
what is the proper
way to start using
my new Buckeroo$
video game on my
Nintendo
Entertainment
System?

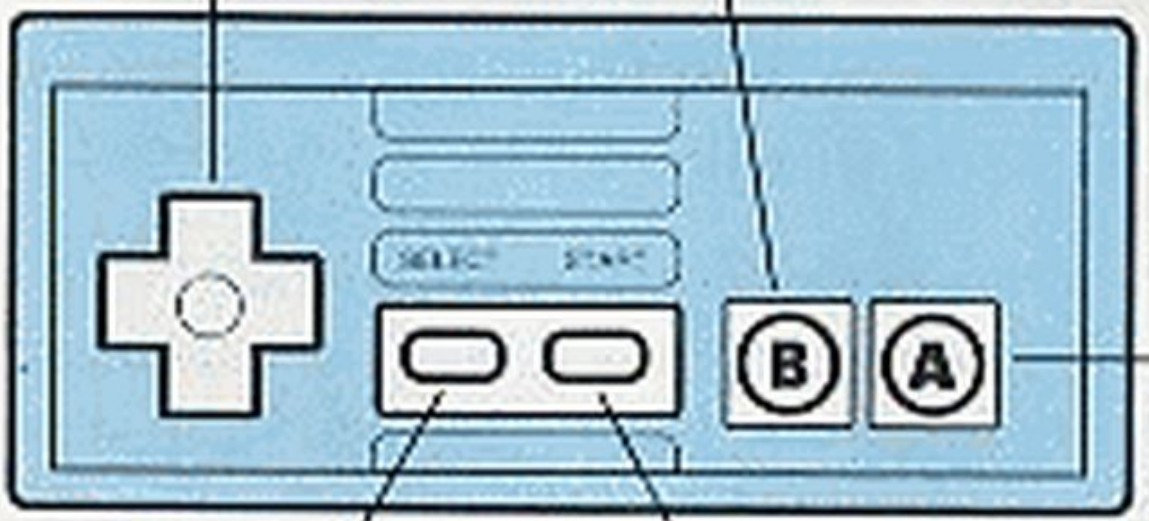
That's a very good question, Eleanor. To answer it, I'd better use my patented Stuponitron® Helmet... prepare to activate! *Eeeee!* The answer's simple, really: "wash your hands before you eat."

Pfeh! Forget that stuff, man! Hey kids, make sure the power is off on your game system, plug in the Game Pak, and turn the power on. When the title screen appears, press START. That's it.

CONTROLS

Control Pad
Move character, press up or down to look around. Press up while shooting to fire higher. Press down to duck.

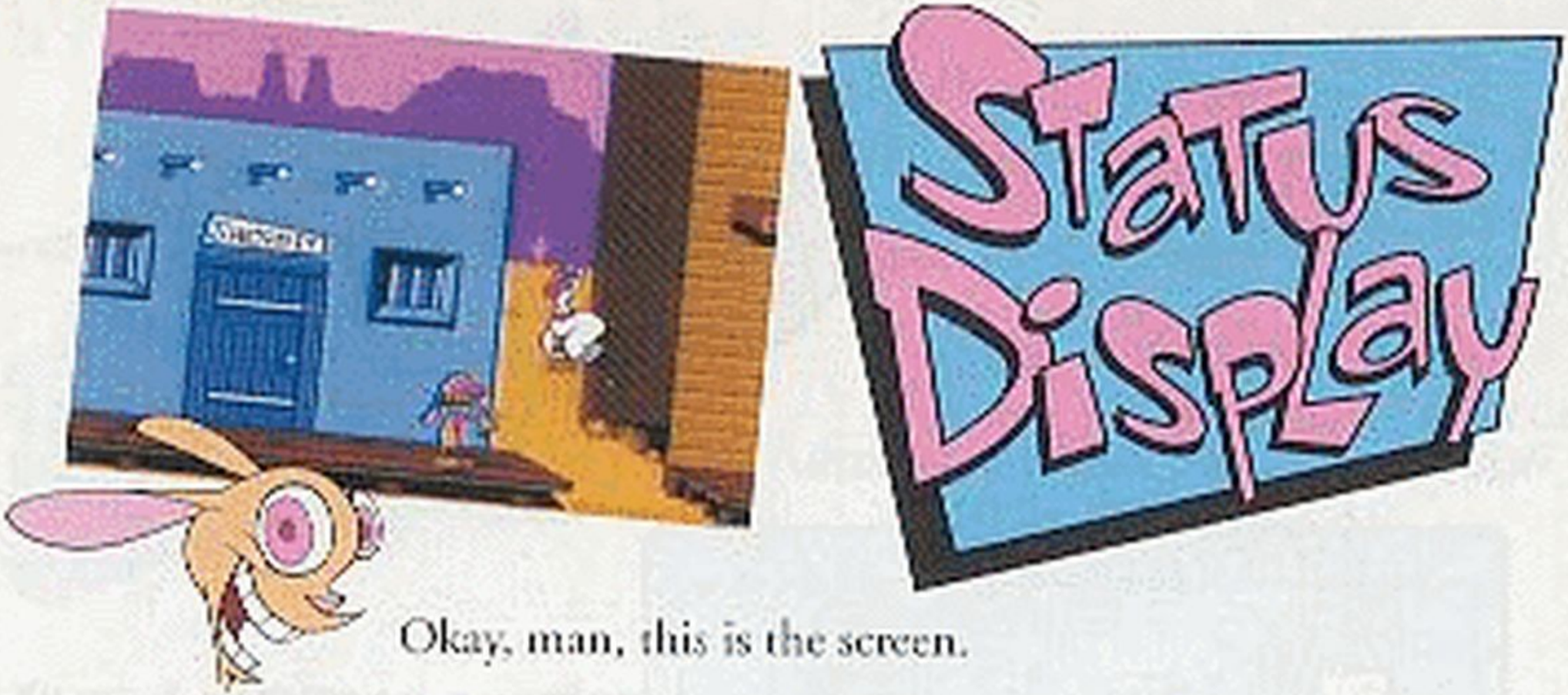
Button B
Attack; use selected item.



Button A
Press to jump; hold down to run.

Select Button
Cycles through items available to character.

Start Button
Start/pause.



Okay, man, this is the screen.

Now, listen up: in the upper left corner of the screen, you'll see a life thermometer which shows your health status. Below is the item you have currently selected followed by the number of selected objects in your inventory. As you find items throughout the game and as you move through various levels these items and numbers will, of course, change.

You want to see how many lives you have left or how much money you have? Easy, man, just hit START to pause.

IMPORTANT STUFF

What?! No pecetures? Look, man, there's a lot of good stuff to pick up in this game: some things are power-ups and some are items you can collect and use.

Power-Ups — these appear as things like **hams**, which give you health bonuses, or **barbells and powdered toast**, which make your character totally impenetrable by enemies (but only for a little while).

Collectible Items — these will change depending on which level you are playing. Items that you pick up during the game are added to your collection – press the Select Button to select which item you want to use, then press the B Button to use the selected item. Careful, man! Some items are limited, and once you use one, it's gone! If you don't have another in your collection, you have to go find one... if you can!

Space Madness!

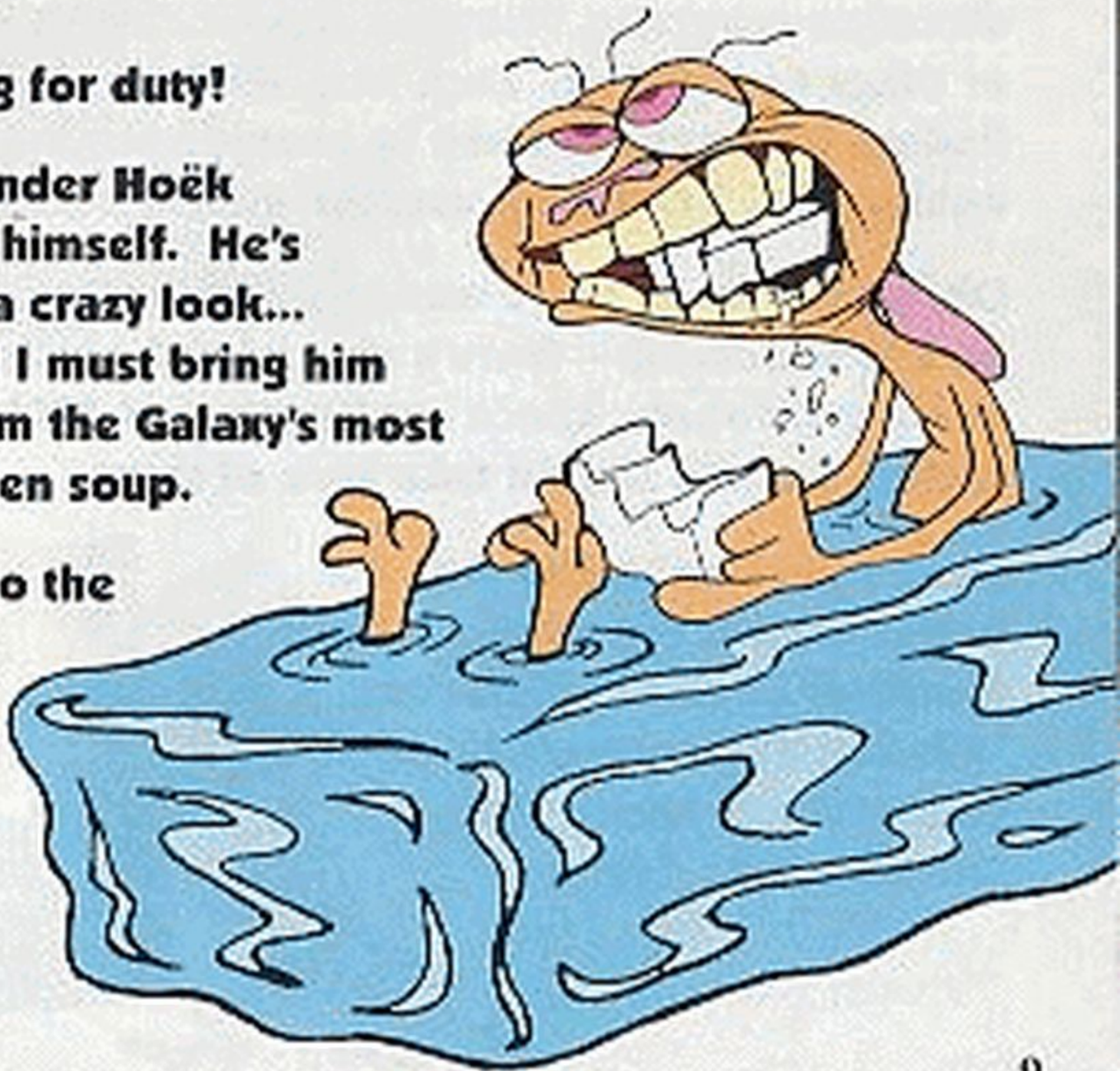
••• Attention Space Cadets •••
••• Spaceship E.E.S. Impertinent stricken by Space Madness •••
••• Commander Ren Hoëk roaming passages aimlessly •••
••• Spaceship hurtling towards Earth at mind-bubbling speeds •••
••• Space Cadet Stimpy: report for duty •••
••• Rescue Commander Hoëk and Planet Earth •••
••• And *DON'T MESS IT UP!* •••

Personal Log: Space Cadet Stimpson J. Cat
Spacedate: 40,002 3/4

Cadet Stimpy, reporting for duty!

Oh, my! Space Commander Hoëk doesn't look at all like himself. He's wandering about with a crazy look... I know what I must do! I must bring him to Sick Bay and give him the Galaxy's most potent medicine: chicken soup.

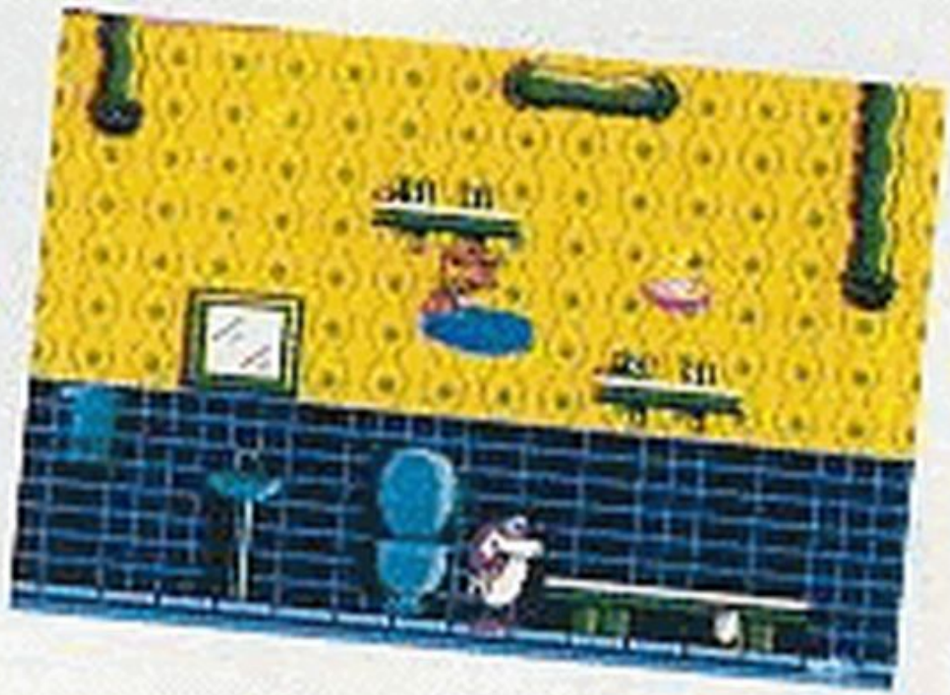
From the Space Diner to the Laboratory, the Button Room to the Zero Gravity Bathroom, I must protect my Commander from harm!



Observe: To help guide Ren to Sick Bay, I can pull out a stinky, direction-reversing litterbox, a hole-cutting beaver, Sta-Put Socks, or other useful stuff. Each item will help me in a different way, from finding Commander Hoëk to keeping him from damaging equipment. I can even use anti-gravity bubble gum to float around!

Oh, yeah, I knew there was something else... Ren and I aren't alone on this spaceship – there's also a herd of space rats, alien monsters, robots, space cabbages, and *EEE!* a reporter! A well-tossed hairball should take care of them.

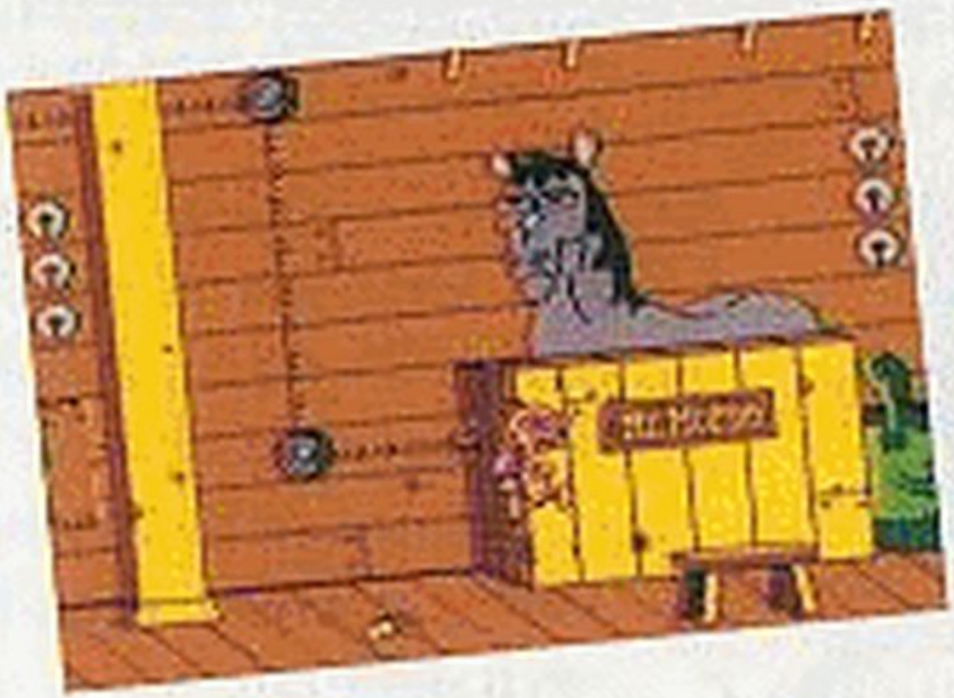
Once I get Ren to Sick Bay, I'd better look at the *Space Cadet's Handbook* again... letsseee... "Piloting a Spacecraft Through Lots of Nasty Space Stuff, Chapter One..."



Listen up, you buckeroo, you. Me, they call me Three-Fingered Hoëk, and this here is my sidekick, Stimpy the Kid. We're two hard-headed, two-fisted desperadoes on the trail of glory, adventure, and lots of loot.

We went to the sheriff's office to apply for a *"Villains Wanted"* position – good pay, benefits. He said we weren't qualified. But we'll show him when we become horse thieves!

We have to make our way through the outskirts of town, past the corrals, through the rusty frontier town itself, and finally to the stables, where the sheriff's horse is just waiting to be taken...



But hey, there's a posse of bad guys after us hard-working villains: lasso-swinging cowhands, buzzards, cow skulls, buffalo nickles, trough-sharks, snakes, Muddy Mudskipper and the nefarious Cactus Bandit!

Well, Stimpy, we better saddle up some chickens, load up on stinky socks, and ride up onto the sunset...

Oh joy!

Shut up and look rugged, man!

Robin Hoëk of Logwood Forest

Once upon a time there twast a noble woodsman, Robin Hoëk, who didst frolic abouts in the forest in the brightest green leotards... but we'll forgive him, for he was the finest archer in all of Logwood Forest. And with his trusty bow, he set forth to rescue the fair Maid Moron from the clutches of the evil sheriff of... uh... Dodge City! That mean ol' Sheriff had Robin's fair lady captivated in his castle, and to reacheth her, Robin had to make his way through the village and single-handedly storm the castle to face the Sheriff.

But Robin twast not scared, no way! When the Sheriff appeared, Robin boldly unsheathed his... his... now what did he unsheathe? Oh, yeah – his *turkey baster* – and he thrust a generous portion of giblet gravy unto him. And they lived happily ev...

Wait a minute, man! What's *this?!* It says here I have to steal from the rich and just *give it away!* You're kidding!

Commander Hoëk will wreak havoc on the ship with his toothbrush unless you keep him from opening hatches, breaking machinery, etc. Make sure the Commander is with you before you try to advance a level.

Look for bonus WANTED posters in the frontier town. It will take some fast movement and quick thinking before you can ride Mr. Horse away.

Explore wells for power-ups and bonuses. Pick up everything you can; remember, apples go further than eggs. Load up your faithful turkey baster; it is the only thing that will defeat the Sheriff.

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THQ SOFTWARE, INC. Consumer Service Department, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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Boy, Stimpy, we sure had fun today, didn't we? C'mon, Stimpy, say goodbye.

Uh, where are we going, Ren?

It's the end of the manual, man.

What'll we do now? Hey, we could sing a song! *Urk!* **C'mon, kids...**

Happy Happy Joy Joy!
Happy Happy Joy Joy!
Happy Happy Joy Joy!
Happy Happy Joy Joy!

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